

# Re-emission Model

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# Background

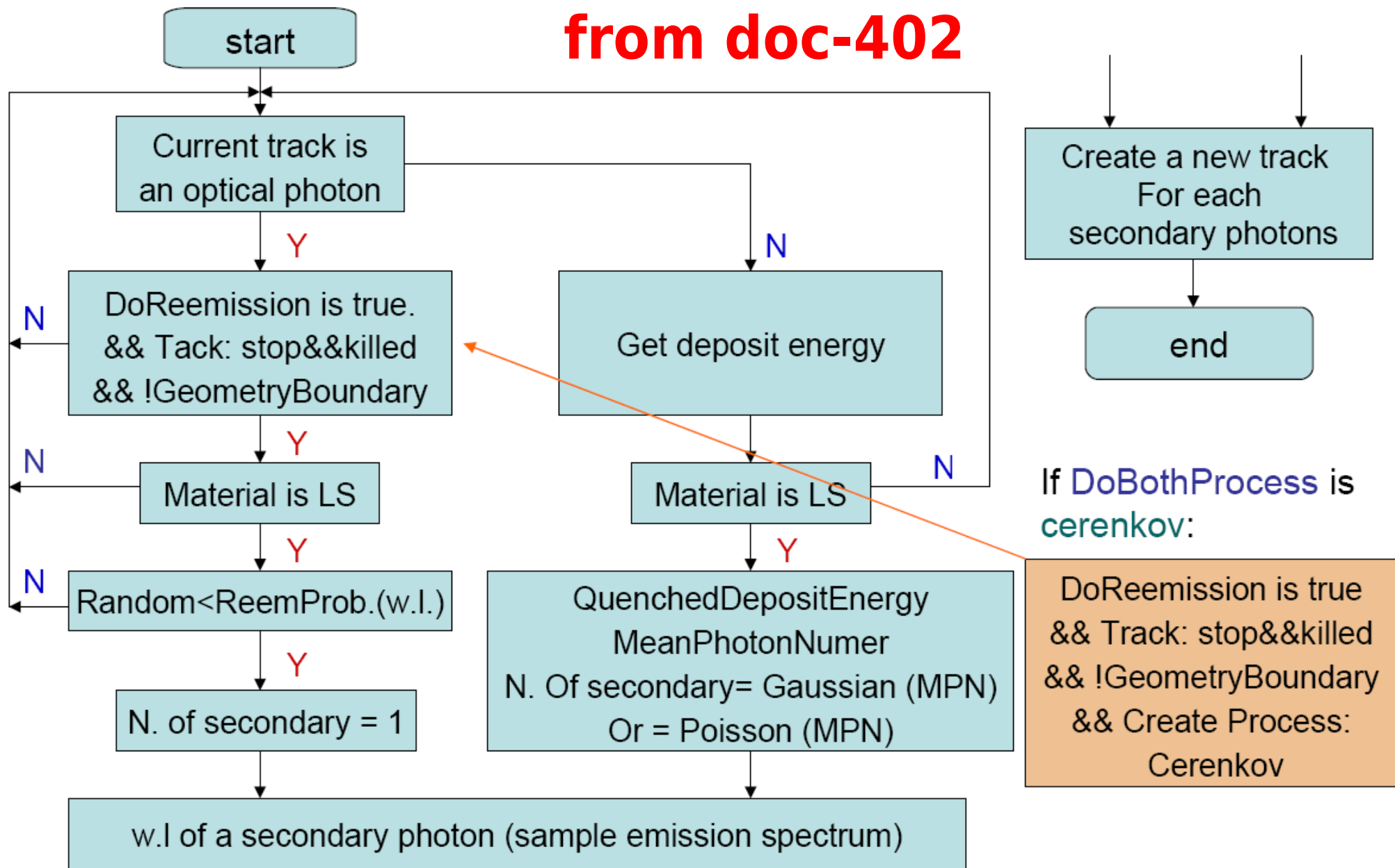
Geant doesn't do re-emission of absorbed optical photons.

Re-emission was added to G4dyb (part of the scintillation code) by Weili in Sep 06, explained in doc-402 and doc-643.

Seems to be based on GLG4Scint from GLG4sim (a Geant4 simulation of a generic liquid scintillator anti-neutrino detector, which is based on Kamland's simulation).

# The reemission process in dywScintillation

**from doc-402**



# Overview

The process DsG4Scintillation is called for every step of a track.

If the track is NOT an optical photon, the process handles the generation of some number of optical photons by scintillation.

If the track IS an optical photon, the process checks to see if the photon has been absorbed and if so, either 0 or 1 photon is created based on the re-emission probability.

# Details

a flag to allow re-emission

a flag to choose re-emission only for optical photons generated by Cerenkov or for all optical photons

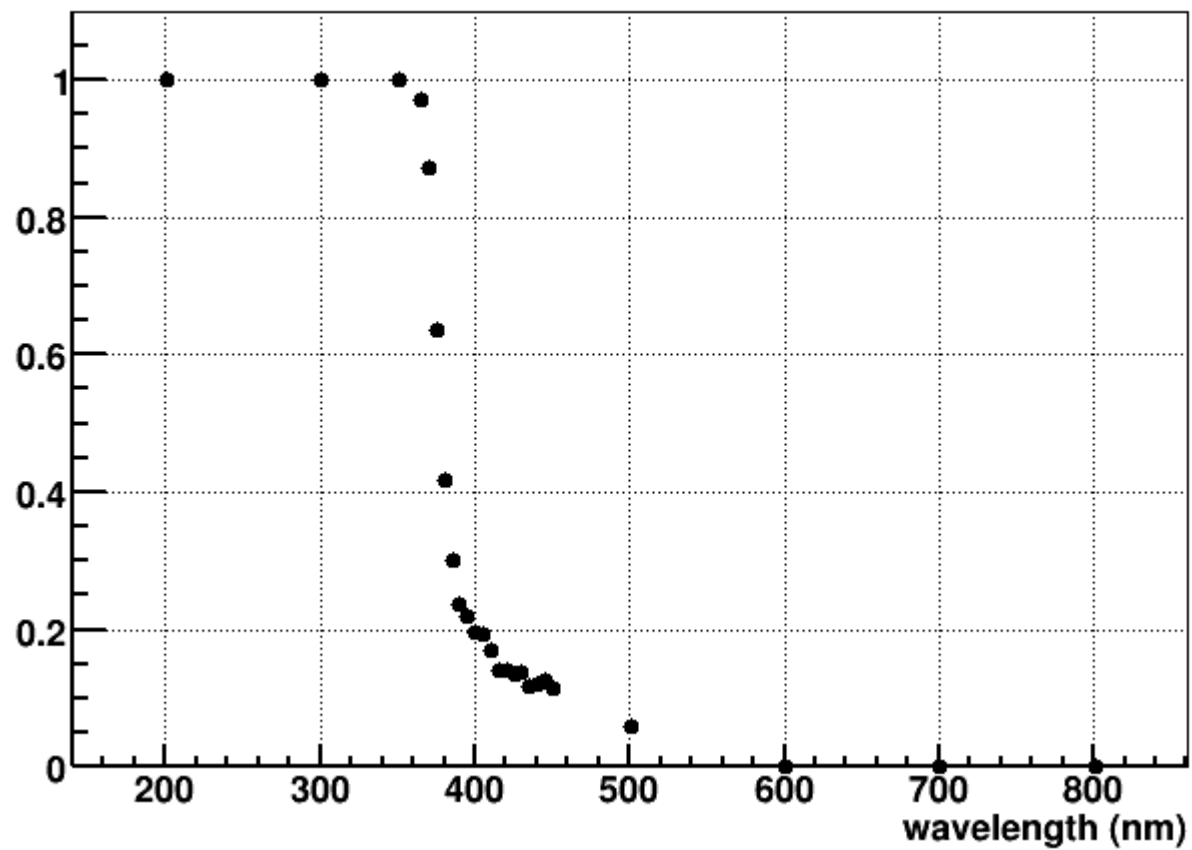
a photon has been absorbed if:

```
aTrack.GetTrackStatus()==fStopandKill &&  
aStep.GetPostStepPoint()->GetStepStatus() !=  
fGeomBoundary
```

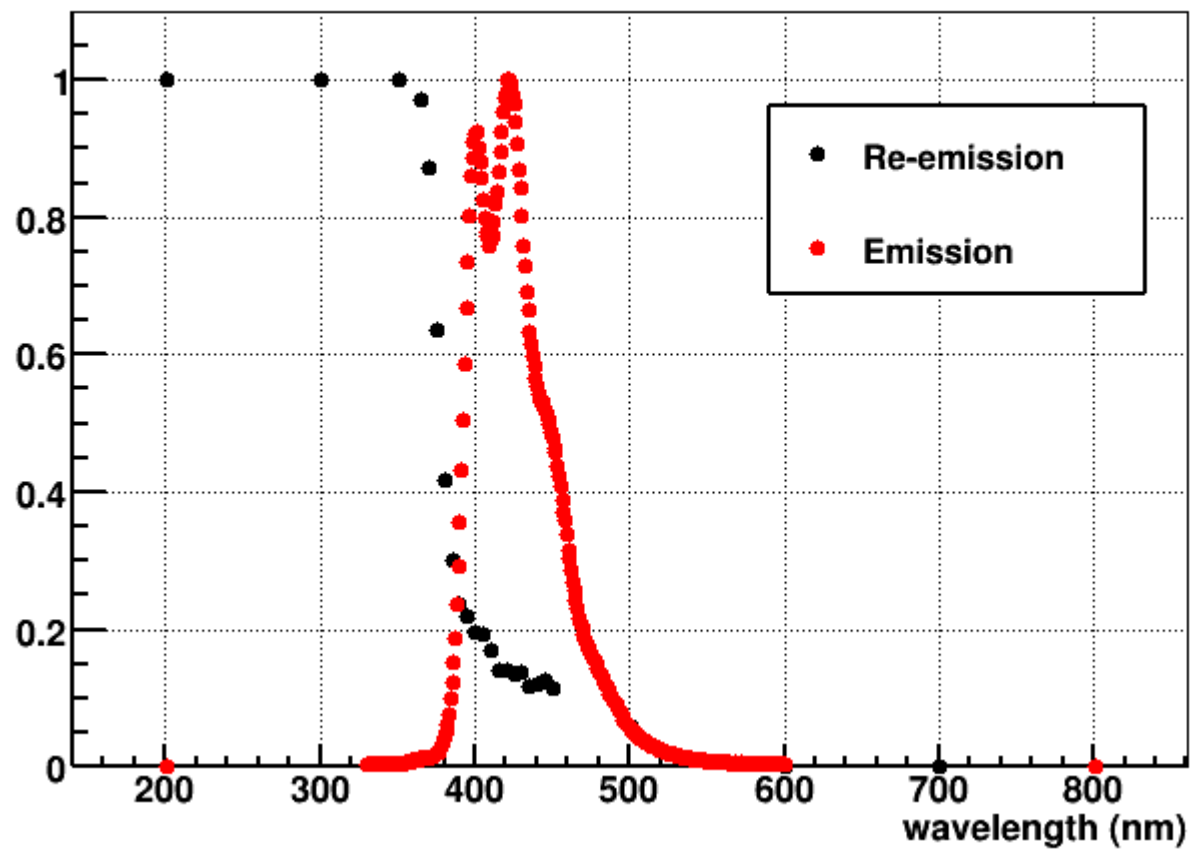
(if the track is dead and we're not at a boundary)

energy of the re-emitted photon is determined by  
sampling the scintillator emission spectrum  
timing related to scintillator time constant

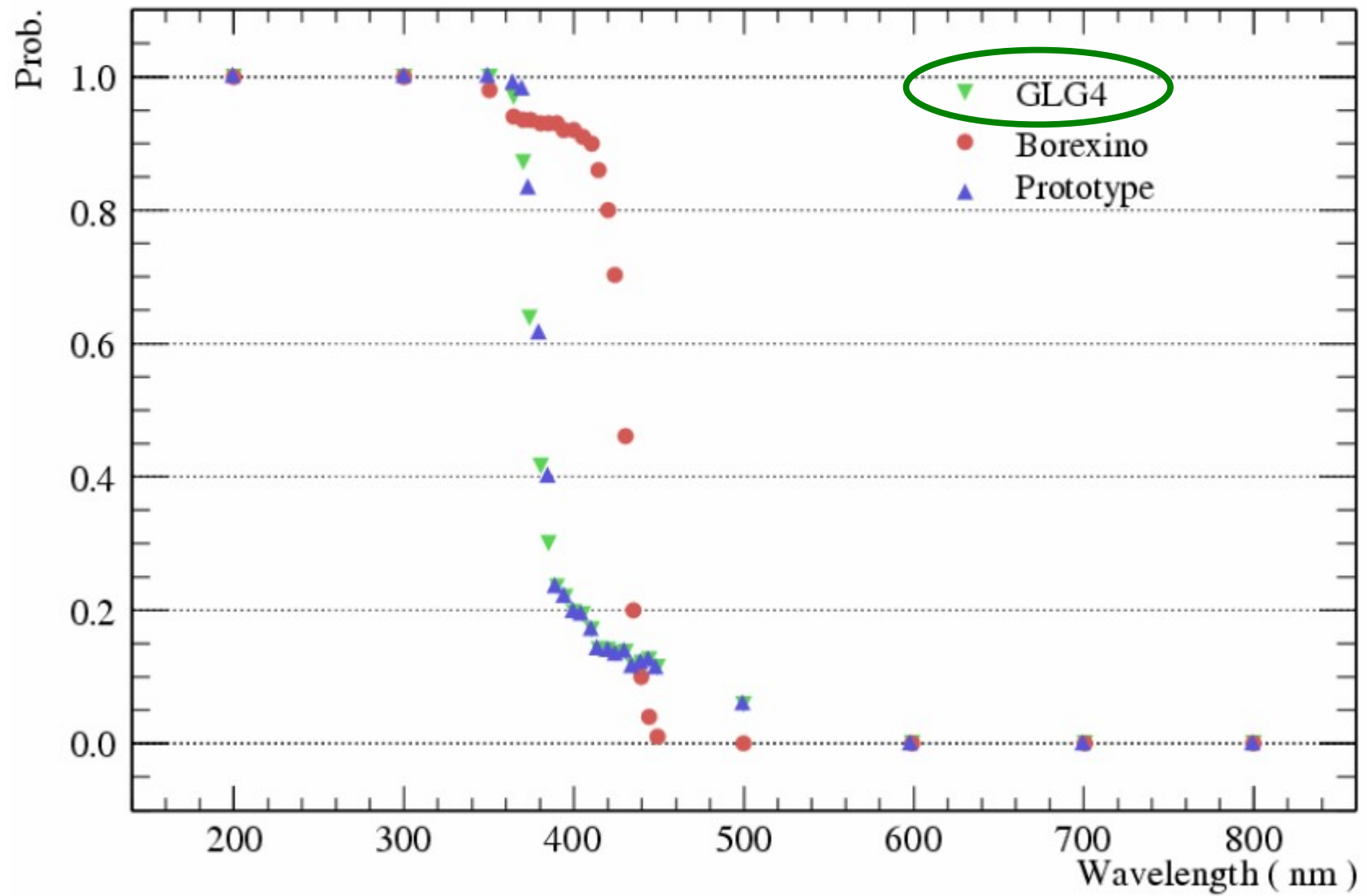
### Re-emission Probability



### Re-emission Probability



from doc-643





# Planned Measurements...

## Soon

I contacted Zhimin (IHEP), who described plans for a measurement of re-emission in doc-2985 in Dec 08. He said results are coming soon.